

Hex:

Brief description:

Hex summons shimmering hoops in the air that she can move around . Every object passing through those fields gets infused with an effect.

Details:

Hex has a variety of these fields. All are Manton limited (only work on objects) and can't be summoned around an object. If a certain kind of field is used too much it begins to shrink until it vanishes, leaving her unable to use it until it gradually recovers. The fields can't be "stacked" behind each other => An object that has gone through one field disperses the next it comes into contact with. Effects last 1-5 secs where duration makes sense. Objects have to fit inside a hoop to be affected. Hoops are position locked to her by default, but can be moved. Max range of 50 m, can only be summoned in line of sight.

Examples for effects of her fields are:

- Object enters a shadow state. Can go through walls, electricity still blocks it. Shadow Stalker style.
- Density x3.
- Speed is increased by 50-100% .
- Forward momentum (in relation to the field) is arrested.
- Temperature is normalized to 300k.
- Transparent
- Time slowed
- Friction heavily reduced
- Unaffected by Gravity
- Conductive
- Object has afterimage of Sand/Water/Fire/etc
- Object shatters into shrapnel
- Limits interaction of object with world, dampening all forces applied by it.

Personal interaction with Power:

Hex believes that powers are magic. She doesn't carry inherently modern objects with her. This leaves her without the option to use cell phones or guns. This compulsion leaves her indeed unable to use her power effectively if she carries them. Hex doesn't yet possess knowledge of everything her power can do, she has to dig to find the fields that are useful for a situation unless she is already very familiar with them. She believes artifacts can supply her with the magical energy needed to use her power efficiently. The more obscure and

powerful fields are only available to her while she has objects she considers to be magical with her, but the effects also seem to grow in strength and duration. Her point of view on the matter is the important bit, since the shard takes her point of view into account. She is so adamant about her power being a manifestation of magic, since the way it works seems to give her evidence.

Misc:

Hex is a 16 years old villain roaming England. She wears a black, grey and purple costume. Classical witch hat with decorations. Rags style robe. A bunch of items and pouches strapped to her. Doesn't use a staff however, and keeps a good bunch of pebbles in one of the pouches as her throwing weapons.

For the artifacts she considers really old objects from museums, objects that are strongly manifested in a lot of people's minds or classical examples like a four leaf clover to hold (vastly differing amounts) of energy.